GAMEPLAY QUESTIONS?

Call Milton Bradley at: (413) 525-3545

Game Counselors are available Monday-Friday 8:00 AM - 4:45 PM (Eastern Time)





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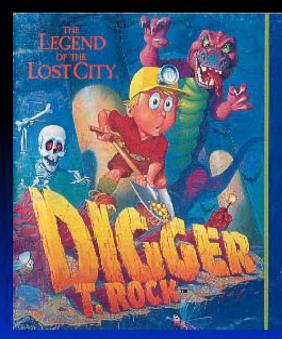
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NES-BO-USA

INSTRUCTION MANUAL



THE LEGEND SELOST CITY

Thank you for buying Digger T. Rock, another exciting NES game from Milton Bradley. Please read this manual carefully as you learn to play the game.





This official seal is your assummer that Mericole basreviewed this product and that I has not our standards for recellence in worknesship, reliability and envertuations who. Always look for his seal when basing games and accessories to ensure complete compatibility with your Materiole Entertainment System.

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SAFETY TIPS · Always turn the power off before inserting or removing the Game Pak. from your Nintendo Entertainment System. . This is a high precision game. It should not be stored in places that are very bot or cold. Store it at room temperature. Never hit or drup it. Do not take it apart. · Avoid touching the terminal connectors. Keep them clean by inserting the Game Pak in its protective storage case. · Use of thinners, solvents, benzene. alcohol and other strong cleaning agents can damage the Game Pak.

HOW THE BIG DIG BEGAN

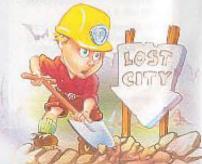
Meet Digger T. Rock, a brave little miner who dares to dig where no shovel has gone before! He just loves to uncover underground wonders. And he dreams of discovering a huried city bursting with golden treasures and ancient celles.

On this very morning, deep within a craggy, stippery cave, Digger stumbles upon a half-hidden sign pointing 'way, 'way down...to a Lost City! Boly boulders, what an awesome discovery! This is it! The dream come true! The biggest dig of all! But...

...is the sign a joke? Does the city exist? Can Digger really, really dig down that far?

So many questions. So much dird And the caverns below must be full of unknown dangers. All these doubts put Digger between a rock and a hard place. But finally, firmly, Digger plants his shovel and begins his long, treacherous trek down. So begins a journey we call the Big Dig; but it's far from the "hole" story! The adventure's just starting... for you? Can you help a boy and his shovel find this mysterious Lost City? What deep, dark secrets await you? What dangers lie ahead? And below?

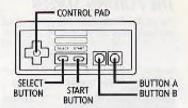
Dig in and find out! Have tunnels of fun. But leave no stone unturned...



USING THE CONTROLLER

The illustration at right shows the controller parts you'll be using as you play the game.

- To move/dig/climb—press the control pad in the directions shown at right.
- * To jump-Press BUTTON A.
- To select a Supply-Press SELECT.
- To kick or to use a selected Supply— Press BUTTON B.
- . To pause-Press START.
- . To restart-Press START again.





THE PLAYING SCREEN

36

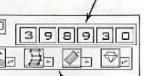
The panel at the bottom of your playing screen will always show the following information:



YOUR SCORE.



YOUR LIFE ENERGY METER AND NUMBER OF LIVES REMAINING.



NUMBER OF FEET BEIOW SURFACE.

DEPTH

YOUR SUPPLY CHART, SHOWS SHOVE! THROWING ROCKS, ROPE LADDERS, DYNAMITE AND JEWELS, AND HOW MANY OF EACH YOU'VE COLLECTED. SELECT A SUPPLY TO USE IT.

THE BIG DIG GETTING THROUGH THE CAVERNS

To reach the Lost City, you must dig down through several caverus, each one chock full of different dangers. But 2 things you'll find in every caveru are a secret pillar, and an exit duor to the mine shaft that leads to the cavern below.

in each cavern, you must do the following:

 Find and push down the secret pillar. Once it's pushed down, the pillar will open the exit door for 60 seconds.

2. Escape through the exit door before it closes!

The clock on the bottom of the screen will count down as you race for the exit door. Once it reaches "0," the exit door will close!

If you don't make it to the exit door before it closes, you must return to the pillar and push

it down again. The exit door will then reopen, and you'll have another 60 seconds to escape through it to the cavero below. Repeat these steps as often us necessary to escape!

The first cavern is short and simple—it's designed to show you the basics of play in each cavern.



Push down the pillar to open the door. Then run for it!

YOUR ENEMIES

A host of foes will appear in each cavern to "undermine" your dig. Some require special skills or weapons to defeat. Conquer them, or your digging days are numbered!



Don't take this ghoul for "granite"! If rocks don't work dynamite just might!

YOUR LIVES

You'll start the game with 3 lives, Your life energy will lessen if you're hit by enemies, falling boulders or dynamite, or if you fall a long distance. When your un out of energy, you lose a life. Lose all of your lives, and the game ends.

YOUR SCORE

Defeating enemies and collecting Supplies and power-up mushruoms will buth increase your score. When you exit each cavern, you'll score points for every second remaining on the clock.

Most caverus contain secret passages—hidden tunnels that lead from one place to another in the same caveru. Each time you use a secret passage, you'll earn extra points.

Try for extra points and lives in Bonus Rooms! See page 12.

SUPPLIES

Your Supplies—shovel/throwing rocks, rope ladders, dynamite and jewels—are shown in the hoxes on your Supply Chart. The number next to each Supply box tells you how many you have. If you have more than 9 of any Supply, a "+" {or ">" for unlimited) will be shown next to it.

To collect a Supply, just walk into it. To use it, press SELECT to highlight the box on your Chart, then press BUTTON B. Search carefully for Supplies each time you play—they won't always be in the same places!

You may also trade jewels for Supplies. See page 11 for details.

Shovel/Throwing Rocks



You'll always have your shovel to hit objects or enemies within range of it. To hit enemies from a distance, you must collect throwing rocks. You'll find

these handy weapons by digging up into walls of rock just above you.

Unless you've selected another Supply, your shovel/throwing rocks will always be highlighted on your Chart—so just press BUTTON B to use them.



Rope Ladders



Build ladders down (not up) from drop-offs to make your climbing safer. To build a ladder, select it on your Supply Chart. Then stand at the edge of a drop

off and press BUSTON B. You can also build ladders end-to-end by pressing BUCTON B at the bottom of each one.

Dynamite



Dynamite is useful (sometiones necessary) for blasting tougher enemies and obsacles. To set off dynanite, select it on your Supply Chart, then press

BUITON B. Move away or kick it away (by pressing BUITON B) before it blows up, or you'll lost lost of life energy!





Jewels



Some raveras contain towns, where you can trade your jewels for Supplies. In each town's Trading Station, one jewel will "buy" you one Sup-

ply—8 sticks of dynamite, or 8 maps ladders, or 26 throwing rocks. But the Trading Stations are well-hidden, so you must search carefully for them!

Recenter a town, climb the walls and go through the whishw. Search for the hidden entrance to a Trading Station. Once you find it, step inside!

To trade a jewel for the Supply there, select the jewel box on your Supply Chart, then press BUTTON B.

In each Trading Station, you can trade only one pewel at a time. However, you may leave and reenter the same Trading Station several times to continue stocking up. If you've traded canagh or don't want to trade, just leave the Trading Station and the town



At this Trading Station, you'll get 8 rope ladders for each jewell

POWER-UP MUSHROOMS



These valuable items don't appear on your Supply Chart. You'll use them automatically right after collecting them, so they can't be stored.

Like throwing rocks, power-up mushrooms can be found by digging up into rock walls. When a power-up mushroom falls at your feet, lack it and cause at to collect it. You'll turn pink for a few seconds and become invinced and super-strong! You can kirk columns, bonders and other obstacles, Power-up mushrooms also add to your life energy.

BONUS ROOMS

These special rooms are found between caverus. Collect the treasure cups quickly for extra paints—but waich on for falling boulders! Collect all 8 treasure cups before time runs out, and you'll earn an extra life!

If you escaped the previous cavern with 40 seconds or more renaming on the clock, you'll enter a Super Bonus Rough, which also contains 2 jewels!



HOW TO WIN

Escape through the door of the very lowest cavern, and your digging is done—you win!



THE HIGH SCORE SCREEN

If your final score is high enough, you can sign onto the High Score Screen. To enter each letter (up to 3 letters), press the control pad LEFT or RIGHT until Digger is standing on the letter. Then press BUTION A. To crase an error, press BUTION B.

When you're done signing on, move Digger to END and press BUTTON A.



NOTES

CAVERN I. _____

CAVERN 2:....

CWERN 3:

CAVERN 4: ______

NOTES CAVERN 5:.. CAVERN 6. CAVERN 7:.. CAVERN 8:.

,	IIGH SCORES	in .	
			- Line

COMPLIANCE WITH FCC REGULATIONS

This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the institucious, may cause humbal interference in radio and relevation reception, it has been tested and found to comply with the limits for a Clase it comparing device, pursuant or Part 15 of the PCC Rules. These limits are designed to provide reasonable posterion against humbal interference in a residential installation. If this equipment does cause humbal interference to radio or selections in respirate, which can be determined by turning the equipment off and on, the user is encouraged to by to certed the interference by one or more of the following measures:

- * Received the receiving antenna
- . Relocate the NES with respect to the revelver,
- . More the NES gway from the receiver
- Flag the NES into a different coulet so that the NES and the receiver are on different circuits.
- Consult the fealer or an experienced radio/TV techniques for help.



MILTON BRADLEY COMPANY 90-DAY LIMITED WARRANTY

Milton Bradkey Company warrants to the original purchaser only, that the Garne Pak provided with this manual will gerform in accordance with the description in this manual (when used with the specified equipment) for a period of ninear (600 days from the date of purchase. It will be explaced, Simply return the Game Pak is found deficitive within 90 days from the date of purchase. It will be explaced, Simply return the Game Pak is Milton Bradkey Company along with a dated growf of purchase. Deplacement of the Game Pak, fore of charge to the original purchaser (except for the cost of returning the Game Pak) is the full extent of our lishing. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIS, WHETHER GALD OR WETTER, EXPLESS ON IMPLIED, ALL MILLIED WARRANTIS, EXCLUDING THOSE OF MERCHANTARILITY AND STOKES FOR A CARTICALAR PURPOSE, IF APPLICABLE, ARE CONTRED IN DUBBATION TO 96 DAYS FROM THE DAYS OF DAYS FOR A THE PART OF PURPOSES. OF THIS PRODUCT.

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Villen Bradley Company Auto: Consumer Service 443 Shaker Boad Eau Longmendow, MA 00028 For Victoria Information: Telephone: 413-525-6411 Ask for Consumer Service Representative

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